

## EAST Search History

## EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	1	("20080030455").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2008/09/17 12:58
S2	4	((("20020132610") or ("6091411") or ("20020142792") or ("20020149629")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2008/12/03 17:00
S5	21	(FOXENLAND AND ERAL).IN.	US-PGPUB; USPAT	OR	ON	2008/12/03 17:12
S6	8	game adj level same theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20050204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:34
S7	95	(automatic\$4 change) near theme AND game AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:42
S8	188	(automatic\$4 change) near theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:42
S9	0	(automatic\$4 change) near theme AND game adj level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:45
S10	40	(automatic\$4 change) near theme AND game WITH level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:45
S11	1	(automatic\$4 change) near theme with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:49

S12	7	(automatic\$4 change) near theme and (game near (achiev\$6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:51
S13	0	(modif\$8) near theme and (game near (achiev\$6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:56
S14	1	(automatic\$5 change modif\$8) near (theme user adj interface UI) with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:57
S15	3290	(automatic\$5 change modif\$8) near (theme user adj interface UI) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:58
S16	27	(automatic\$5 change modif\$8) near (theme user adj interface UI) AND (game near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:59
S19	47	(automatic\$5 change modif\$8) near (background) AND (game near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:29
S20	18	(automatic\$5 change modif\$8) near (ring tone) AND (game near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:39

S21	201	(automatic\$5 change modif\$8) near (ring tone background theme UI user adj interface ringtone) same (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:55
S22	132	(automatic\$5 change modif\$8) near (ring tone background theme UI user adj interface ringtone) with (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:56
S23	125	(background theme screen adj saver screensaver ring adj tone ringtone) same (game near (level achievement scor \$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 13:51
S24	41	(background theme screen adj saver screensaver ring adj tone ringtone) with (game near (level achievement scor \$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 13:51
S25	3	(wallpaper) with (game near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 14:01
S26	184	game near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:25
S27	3	game with (chang\$3 modif\$8 switch\$3) near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:27

S28	0	game AND (chang\$3 modif\$8 switch\$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:29
S29	3	(chang\$3 modif\$8 switch\$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:29
S30	497	(715/866).CQLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 14:36
S31	420	S30 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 14:37
S32	77	S31 and game	US-PGPUB; USPAT	OR	ON	2009/09/29 14:37
S33	647	(715/765).CQLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 14:56
S34	433	S33 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 14:56
S35	83	S34 and game	US-PGPUB; USPAT	OR	ON	2009/09/29 14:56
S36	76	S35 NOT S32	US-PGPUB; USPAT	OR	ON	2009/09/29 14:56
S37	493	(715/864).CQLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 15:10
S38	340	S37 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 15:10
S39	338	S38 NOT (S35 S32)	US-PGPUB; USPAT	OR	ON	2009/09/29 15:10
S40	67	S39 and game	US-PGPUB; USPAT	OR	ON	2009/09/29 15:10
S41	1129	(463/29).CQLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 15:25

S42	797	S41 AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 15:25
S43	10	S42 AND (automatic\$5 change modif\$8) near (theme user adj interface UI)	US-PGPUB; USPAT	OR	ON	2009/09/29 15:26
S44	1	S42 AND (automatic\$5 change modif\$8) near (skin)	US-PGPUB; USPAT	OR	ON	2009/09/29 15:43
S45	1	("20080030455").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 16:02
S46	4	((("20020132610") or ("6091411") or ("20020142792") or ("20020149629")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 16:02
S47	22	(FOXENLAND AND ERAL).IN.	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S48	8	game adj level same theme AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20050204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S49	101	(automatic\$4 change) near theme AND game AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S50	195	(automatic\$4 change) near theme AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S51	0	(automatic\$4 change) near theme AND game adj level AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S52	40	(automatic\$4 change) near theme AND game WITH level AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S53	1	(automatic\$4 change) near theme with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02

S54	7	(automatic\$4 change) near theme and (game near (achiev\$6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S55	0	(modif\$8) near theme and (game near (achiev\$6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S56	1	(automatic\$5 change modif\$8) near (theme user adj interface UI) with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S57	3489	(automatic\$5 change modif\$8) near (theme user adj interface UI) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S58	30	(automatic\$5 change modif\$8) near (theme user adj interface UI) AND (game near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S59	47	(automatic\$5 change modif\$8) near (background) AND (game near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S60	18	(automatic\$5 change modif\$8) near (ring tone) AND (game near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02

S61	211	(automatic\$5 change modif\$8) near (ring tone background theme UI user adj interface ringtone) same (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S62	137	(automatic\$5 change modif\$8) near (ring tone background theme UI user adj interface ringtone) with (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S63	126	(background theme screen adj saver screensaver ring adj tone ringtone) same (game near (level achievement scor \$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S64	42	(background theme screen adj saver screensaver ring adj tone ringtone) with (game near (level achievement scor \$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S65	3	(wallpaper) with (game near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S66	200	game near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S67	3	game with (chang\$3 modif\$8 switch\$3) near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02

S68	0	game AND (chang\$3 modif\$8 switch\$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S69	4	(chang\$3 modif\$8 switch\$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S75	11	(share brag) with (game near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:02
S76	38	brag adj card AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:04
S77	21	(share brag) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:10
S78	10	(wallpaper wall adj paper) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:19
S79	0	(electronic adj trophy) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:23



S80	0	(electronic adj trophy) same (game near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:23
S81	1	(electronic adj trophy) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:24
S82	1	(trophy) same (game near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:25
S83	0	(trophy) same (videogame near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:26
S84	6	(videogame near (level achievement scor\$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:26
S85	92440	(halo) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:29
S86	501	(halo with (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:29
S87	12	(halo with (level achievement)) same shar\$3 AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:30

S88	333	((game videogame) same (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:35
S89	4	((game videogame) same (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievement)) AND ((wallpaper theme skin) with (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:36
S90	218	((game videogame) with (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:41
S91	22	((game videogame) near2 (level achievement)) AND ((share shared sharing brag bragged bragging) near3 (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:42
S92	0	halo near2 screensaver	US-PGPUB; USPAT	OR	ON	2009/10/08 17:28
S93	111	game near2 screensaver	US-PGPUB; USPAT	OR	ON	2009/10/08 17:28
S94	15	game near2 screensaver AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:28

S95	0	achievement near2 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:31
S96	18	level near2 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:31
S97	9	avatar near2 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:33
S98	0	achievement near6 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:35
S99	0	achievement with (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:35
S100	3	achievement same (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:35
S101	13	achievement same (certificate AND image) AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:41
S102	8	(game near scene) AND wallpaper AND (@pd<"20040204" OR @ad<"20040204" OR @riad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 18:01

S103	0	(videogame near scene) AND wallpaper AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 18:06
S104	43	((game character avatar) near (level achievement appearance outfit)) same (wallpaper certificate) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 18:09
S105	12	((character) near (level achievement appearance outfit)) and (wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 18:14

## EAST Search History (Interference)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S70	4959	(345/156).CCLS.	US-PGPUB; USPAT; UPAD	OR	OFF	2009/09/29 15:45
S71	1183	(463/29).CCLS.	US-PGPUB; USPAT; UPAD	OR	OFF	2009/09/29 15:45
S72	1664	(715/866,864,765).CCLS.	US-PGPUB; USPAT; UPAD	OR	OFF	2009/09/29 15:46
S73	7767	S70 S71 S72	US-PGPUB; USPAT; UPAD	OR	ON	2009/09/29 15:46
S74	143	S73 AND ((UI user adj interface GUI theme skin) and (game score achievement)).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2009/09/29 15:49

10/ 14/ 2009 4:14:07 PM

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